

PyFighter

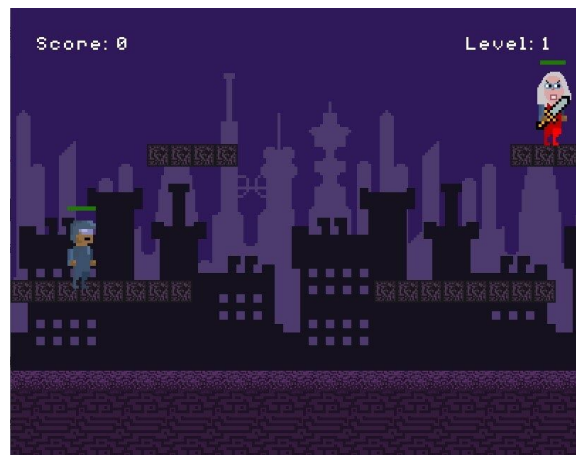
A long time ago in a galaxy far, far away there existed in person tuition. But in the year 2020, COVID struck. All semester modules have been 100% online and you haven't seen your professors. So do they exist? Are they just a figment of your imagination?

To cut costs, the university created AI professors to deliver your lectures and set your coursework. Exam season approaches and the evil Darth Virus has hacked your professors, multiplying them and making your exams harder.

Only you can save your degree...

The Game

Pyfighter is an 8-bit side scrolling, infinite level platform game, produced in python using PyGame as part on an MSc by R. Soane, R. Danevicius, and S. Mistry. Inspired by super street fighter, super smash bros and Mario, they created a customisable and addictive game that gets progressively harder.



Main Menu

On loading the game, you are met with the main menu. The play button will lead you to an intro cutscene followed by the game, while settings opens the settings menu. You can quit game from here, and the about button leads to this web page.

The Main Game

Gameplay is relatively simple, use the WASD keys to move your character and the space bar to attack. When all the characters in the level have been defeated a message will appear that the level is complete, and press e to move to the next level.

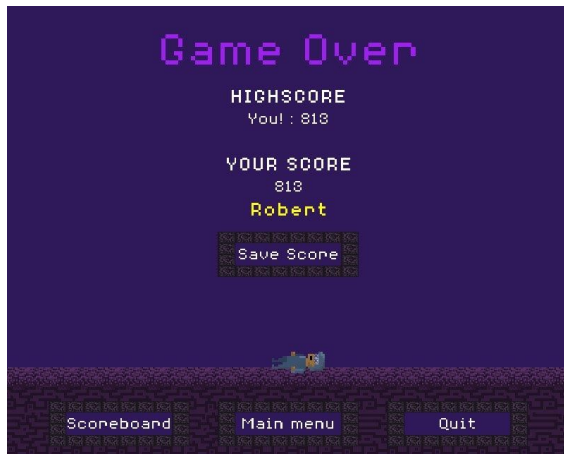


Note: This text is duplicated on the [pyfighter website](https://www.pyfighter.xyz/)
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The game can be paused by pressing the escape key at any time, which will load the pause menu. From here you can continue gameplay, quit game or quit to main menu.

The score is calculated based on number of health points taken by the character, vs number of health points the character takes.

Each point the character takes equates to 1 point, and every 5 health points the character loses loses them 1 point.



Game Over

On the game over, the player can type their name and save their score to the highscore file. Highscores are stored in highscores.txt, however if this file is deleted, the game will re-create it.

Settings

In the settings menu you can change the key bindings to your preferred set. To do this simply press the change button next to the corresponding action. The action text will highlight in red. Press the key on your keyboard that you would like to set the action to and the binding will be updated. To change the background track, simply press the music button at the bottom and it will iterate through the available tracks. To return to the default settings, press the reset button.

